The Dragonlord Prison

True heroes are not the ones who sacrifice everything in order to vanquish all that is evil
but those who sacrifice themselves in order to preserve all that is good

Introduction

The story so far…

The heroes have so far managed to thwart sorcerer Draxan's plans of resurrecting the Dragonlord Maxdremarr. However, just before they could finish off Draxan once and for all, he escaped again.

Investigating the Draxan's tower, the heroes discovered something deeply disturbing: according to the sorcerer's notes, it is possible to enter the master dragonlord's prison, by combining the blood of a dragon and a demon. The resulting potion can allow its drinker to shift between the corporeal and demonic planes. By doing so, the sorcerer can hope to overcome the restrictions of entering the dragonlords prison. Indeed the poison allows whoever drinks it to detach themselves from their body and exist as pure consciousness. They will still be in full control of their abilities and immune to corporeal obstacles or beings. This grave news was brought to the attention of the Elven Keepers of the dragonlord's prison.

A brief meeting was called in order to decide the best way to deal with the new Draxan threat.

Just as the Keepers were deliberating on the best course of action, the prison's alarms were triggered. Further investigation revealed that the guardians of the prison's entrance had been slain and the portal had been activated. No doubt, the sorcerer wasted no time in entering the prison. Worse still, the magical altars holding the dragonlord imprisoned had been corrupted! If the sorcerer was to sacrifice any creature on the altars then the seals would be dispelled and the dragonlord would be free from his shackles!

Immediately the Keepers set off to create a similar potion to the one used by Draxan, in order to allow the heroes to follow the sorcerer into the dragonlord prison and stop him from releasing the dragonlord to the world of Terrinoth. However, the Keeper's potion is not as potent as Draxan's; the heroes will enter the prison as corporeal beings, vulnerable to all corporeal obstacles and beings.

The heroes must gather whatever supplies they can afford and follow the evil sorcerer into the prison in hope of stopping him from releasing the dragonlord from his prison.

Time is running dangerously short for the world of Terrinoth!

The Dragonlord's prison

This particular dragonlord prison was fashioned slightly different to the others. Instead of placing the dragonlord holding chamber on one floor, the Keepers split the prison in two levels and hid the entrance to the lower floor behind three magically locked doors, each guarded by powerful creatures. In order to prevent the keys from being found, they scattered them in the adjacent rooms and summoned creatures to protect them. Anyone who somehow managed to unlock the doors and defeat all the creatures guarding them would then face the Eternal Guardian or Uireb Tirith in the elvish tongue. This very tough guardian golem is more than capable of stopping any intruders from reaching the lower level of the prison where the dragonlord is held captive.

The second floor was the most difficult part to construct. In order to hold the master dragonlord captive for all eternity, the Keepers fashioned four magical altars, each dedicated to a particular principle: Might, Magic, Subterfuge and Chaos. These seals are each powered by two things: a powerful artefact of incredible power and a creature who is considered a worthy representative of that principle: A troll for the Might altar, a manticore for the Subterfuge altar, a demon for the Magic altar and a chaos beast for the Chaos altar. In order for the altar-seals to have any hope of holding the dragonlord imprisoned for all eternity, each altar must be constantly draw its power from a powerful artefact and a creature of considerable power. That is the only known way of activating and maintaining an altar-seal in order to imprison the dragonlord.

Quest Goals

Players

The heroes must enter the dragonlord's prison and stop the sorcerer Draxan before he can release the dragonlord from his eternal prison. In order to do this they must neutralise several magical markers on map, highlighted by the Encounter Tokens (see Special Instructions). If the heroes manage to neutralise the markers before the sorcerer's Haunt reaches them, they will have prevented Draxan from freeing the dragonlord. However, it might be already too late for that as the sorcerer had a head start and he can travel freely amongst the dungeon. If the primary objective fails, the heroes must attempt to restore the magical seals and re-imprison the dragonlord.

Overlord

The Overlord must use The Haunt token in order to activate all encounter symbols on the map. He/she must also move to the second level of the dragonlord's prison where he/she can release the dragonlord from his magical shackles. In order to achieve this, he/she needs to sacrifice a creature on a corrupted altar, hence breaking the magical seal.

Winning conditions

Heroes

Heroes win the quest if **any** of the following conditions is true:

- They manage to neutralise all Encounter Tokens before Draxan can activate them
- Prevent any of the magical altar-seals from been dispelled
- Manage to imprison the dragonlord, if he is freed from his prison

Overlord

The Overlord wins the quest if any of the following conditions are true:

- Heroes loose their last Conquest Token
- The dragonlord manages to escape the prison

Requirements

Players

Minimum 5 players is required for this adventure (inc. the Overlord) due to quest limitations.

Descent Game box

This adventure requires the following Descent board games and expansions:

- 1 x Descent: Journeys in the Dark
- 1 x Descent: Well of Darkness expansion
- 1 x Descent: Altar of Despair expansion

Map Placement

Please use the skeleton map and the normal map on page 12 in order to setup this adventure.

Game Setup

Heroes

Starting position

The heroes start in the Northern most place of the map marked as "Start Here"

Starting assets

Heroes start with 300 gold each and a communal pool of 5 Conquest Tokens.

Overlord

Starting assets

The Overlord starts the game with 3 Overlord cards and 0 Threat Tokens.

Treachery

The Overlord has the following treachery in this adventure:

Special instructions

Generic

The magical pillars of the dragonlord's prison

All encounter tokens shown on the map represent magical pillars of concentrated magical energy that serve to maintain the prison's existence between the corporeal and astral dimensions. They also allow the opening of glyphs into the prison. Due to their nature, tapping into those points can allow a person well versed in the ways of magic, to summon magical creatures. Unfortunately, only Draxan's spirit is powerful enough to tap into these points of pure magical energy. However, the heroes can seal these magical pillars forever using special magical artefacts given to them by the Elven Keepers.

Unfortunately, there is a downside to tapping or destroying these magical pillars (marked on the map by the Encounter Tokens). Each of these tokens acts as supports the prison and allows the opening of portals between the prison and the physical world. When the last of the tokens is tapped by the Overlord or sealed by the players, place a pool of 5 fatigue counters next to the compass. The gateways to the dragonlord's prison are now collapsing. **At the Overlord's next turn and in the beginning of each of the Overlord's subsequent turns, remove 1 fatigue from the pool**. Once the fatigue pool is exhausted, all transport glyphs are removed from the board. Any players that are in town (Elven keep in this case) cannot re-enter the prison nor can any heroes inside the prison can transport to the Elven keep. Any players dying after the prison's magical pillars have collapsed die **permanently** and can no longer participate in the game (players still loose Conquest Tokens according to the normal Descent rules regarding a hero's death). If the players manage to kill all remaining creatures, then they have succeeded in their quest. Draxan's spirit, the dragonlord and any remaining heroes are now sealed inside the prison for all eternity.

The dragonlord prison chamber shield

The four altars power a stasis field that holds the dragonlord imprisoned. This is represented in the map by the large pit token at the centre of the second level. When the players first enter the second level of the dragonlord's prison, the Overlord should place 4 fatigue tokens on large pit token. These symbolise the strength of the stasis shield maintained by the four altars. Should any of the altars is activated by the Overlord (as per Overlord's instructions below), remove 1 of the fatigue tokens. Once all four tokens have been removed, the dragonlord is freed from his prison and players automatically fail the quest. If the players manage to re-activate any seals, add 1 fatigue token to large pit to indicate that the field has increased in power.

> **The large pit in the middle of the room is considered a wall for the purposes of LOS. No figure may stand in any of the empty spaces on the large pit.**

Traps and other obstacles

The Elven Keepers have forewarned the heroes that there are other obstacles and traps hidden in the prison, their details lost in time. The heroes had better be careful and never forget that the prison, which was built aeons ago, was not only built to keep things from getting out… but also from getting in.

Overlord

Draxan's spirit

In order for the sorcerer to enter the dragonlord's prison, he had to consume a powerful potion. This potion was fashioned from the blood of a dragon and a demon, allowing the sorcerer to shift between the corporeal and demonic planes.

The potion effectively killed the sorcerer allowing his consciousness to be detached from his body, hence overcoming the restriction of the dragonlord's prison ("No mortal from the era of the Dragonlord Wars may enter a dragonlord's prison while the imprisoned dragonlord is still alive").

Draxan's spirit now is free to roam the prison. He plans to tap into the magical pillars inside the prison in order to summon his minions and free the Dragonlord. Draxan's spirit may move freely in the dungeon, able to pass through and stand on any figure, obstacle or trap without suffering any ill effects. He is also capable of entering unexplored parts of the dungeon. Due to the prison's restrictions, it is assumed that any guardians will most probably be hostile to the heroes. Some if not all may have also been possessed by Draxan and now serve his evil plans. Any creatures contained within the prison must be eliminated in order to ensure that Draxan cannot use them to dispel the shield that keeps the dragonlord in stasis.

However, Draxan's spirit does have some limitations: he can only move up to 2 spaces at a time and may not interact with any corporeal objects or figures in the prison. The Overlord can spend 1 Threat Token to move The Haunt 1 additional movement square to the maximum of 2 additional spaces per turn. Hence, the maximum The Haunt token can move in the Overlord's turn is 4 spaces. Consequently, Draxan's spirit cannot attack or be attacked by heroes. The only available actions to Draxan's spirit are the activation of the Encounter Tokens, the corruption of the prison's altars or possession of individual creatures (see special instructions below). The Overlord may move The Haunt at any point during his turn.

Activating Encounter Markers

All encounter tokens shown on the map represent magical pillars of concentrated magical energy that serve to maintain the prison's existence between the corporeal and astral dimensions. They also allow the opening of glyphs into the prison. Due to their nature, tapping into those points can allow a skilful sorcerer to summon magical creatures from distant planes. Unfortunately, only Draxan's spirit is powerful enough to tap into these points of pure magical power. If Draxan's spirit ends its movement next to or on top of one of the Encounter Tokens, the Overlord can use the Encounter Token in order to play any summoning cards on his/her hand. The summoned figures are placed adjacent to the Encounter Token or as close to it as possible, ignoring any LOS spawning restrictions. After the figures have been placed, the Encounter Token is removed from play. The summoned creatures may activate immediately as normal. Only one Encounter Token may be activated by the Overlord per turn and only 1 spawning card may be played per Encounter Token.

> **This is the only way the Overlord may spawn new creatures on the prison from his Overlord cards. The Overlord may use this mechanism to spawn creatures in an otherwise unexplorered area, but the spawned creatures cannot be activated until the area is explored by the players**

Do not reveal the following to the players:
Exception to the above rule for spawning is the Corrupted glyph on the second level of the prison. The glyph starts at the inactive side and it is hidden from the players. According to the standard rules of Descent, when the heroes activate, or use the glyph for transporting to and from the town (the Elven keep in this adventure), the Overlord gets to spawn 2 monsters (any combination of beastmen, skeletons, bane spiders, razorwings, hellhounds, and/or sorcerers), following the normal spawning rules. Otherwise, this glyph functions as a normal glyph.

Corrupting the Shield's altars

Draxan can also corrupt any of the altars used to sustain the Dragonlord's seal. In order to do that he must be adjacent or on top of any Altar of Good (altar with the "yellow" side up) and spend two movement points. He can then flip the altar from the "yellow" side to the "green" side. Only altars with their "green" side up can be used to sacrifice creatures and disable the seals.

Breaking the dragonlord's stasis shield

The Overlord may use creatures (summoned or otherwise) in order to deactivate the seals holding the dragonlord imprisoned. In order for Draxan to sacrifice a creature on the altars (thus deactivating their seals), he must possess them and bend their will to his (after all, no creature no matter how savage it is wants to die). The Overlord may forfeit moving The Haunt in order to possess a creature in his/her LOS. After doing that, the Overlord can perform the following:

- Move the possessed monster figure on an Evil altar (altar with the "green" side up)
- Spend 2 movement points
- Sacrifice the figure (creature is killed and is removed from the board)

This will result in the following:

- The dragonlord's shield is weakened by 1 fatigue counter
- The wall behind the activated altar is removed (set it aside for later)
- The figures that were trapped inside are now free to perform any actions as normal

Players

Sealing the magical pillars

All encounter tokens shown on the map represent magical pillars of concentrated magical energy that serve to maintain the prison's existence between the corporeal and astral dimensions. They also allow the opening of glyphs into the prison. Due to their nature, tapping into those points can allow a person who is well versed in the ways of magic manipulation to summon at will magical creatures from distant planes. Unfortunately, only Draxan's spirit is powerful enough to tap into these points of pure magical power. However, the Elven Keepers gave the heroes magical artefacts that can be used to destroy these magical pillars forever, preventing Draxan from using them to summon his minions. In order for a player to severe the magical pillar, he/she must perform the following:

- Stand or be adjacent to the Encounter Token
- **Perform a Prolonged Magic(2) (group, disruptable by movement or if the character takes wounds per character)**

If the above test succeeds, the rapture is closed and the Encounter Token is removed from the board.

Removing the altar corruption

The incursion of Draxan in the prison had the unfortunate effect of destabilising the magical altar-seals holding the dragonlord imprisoned. As a result, all altar seals start the game on the evil side ("green" side up). If the heroes are to restore the seals to their full strength, they need to reinforce them. To do this a hero will have to perform the following:

- Stand on an Evil altar and spend 2 movement points
- Perform a **Prolonged Action of Magic(1) (group, un-disruptable)**

If the action succeeds, the altar is flipped to the Good Side ("yellow" side up).

Restoring dragonlord's stasis shield

Each of the altars is located in front of an impenetrable wall (marked on the map by the rubble tokens). Each of these chambers behind the altar contains a master creature and an artefact. Each of the altars contains a magical seal that contributes to the Dragonlord's stasis shield. When the seal is active, the wall will be intact and the altar will contribute 1 fatigue token towards the dragonlord's stasis field.

In the unlucky event that the seal is breached and the imprisoned creature has been freed the heroes will have two choices: either imprison the freed creature behind its allocated altar and activate the seal or replace the imprisoned creature with a worthy substitute. The former objective is difficult to achieve: the heroes must trap the creature that was imprisoned at that particular altar **alive** on any space behind the altar and activate the seal. This will tap the creature's strength and re-enable the seal of the dragonlord. The figure below shows the possible squares that the creature must be in order for the players to activate the seal. The artefact item **must also be contained within those squares**, as the seal requires one creature and 1 artefact as a "power source", either on the ground or in the possession of a hero inside the prison. This prerequisite can also be fulfilled if the hero that activates the altar with the intention of sacrificing himself in order to power the altar and possesses the necessary artefact.

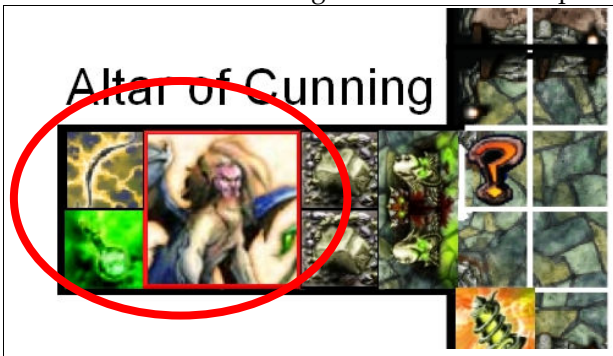


Figure 1: Valid spaces for any imprisoned figures are marked with the red circle

If the above prerequisites are satisfied, a player can attempt to activate the seal by performing the following actions:

- Stand on a **good altar** and spend 2 movement points
- Perform a **Prolonged Action of <Trait>(1) (solo, un-disruptable)**, where <Trait> is the trait associated with the particular altar, i.e either Melee, Subterfuge, or Magic. The Chaos altar can be activated by any trait the player attempting the test chooses. In the figure above, a player would have to attempt a **Prolonged Action of Ranged(1),** since the altar of cunning is associated with the Ranged (Subterfuge) skill.

If the action above succeeds, the wall behind the altar and the seal are restored and one fatigue counter is added to dragonlord's shield. Any figures trapped behind an altar's wall after it was activated heal up to full health and loose any debilitating effects on them. The can no longer be activated, attack or be attacked, spent any movement points, receive any gold or items for any reason, use items/potions or re-equip.

Any figures on the located on the two squares directly behind the altars (where the rubble tokens are) are automatically destroyed/killed when the altar seal is restored and the rubble tokens are replaced.

There is however an alternative way to restore the magical seal. If the players cannot restore the seal as described above they can try to "replace" the attuned creature with one of hero instead. In order to restore seal this way a player must **willingly** perform the following:

- Stand on an uncorrupted altar and spend 2 movement points
- Perform a **Prolonged Action of <Trait>(2) (solo, can be disrupted by any event),** where trait is the skill associated with the altar.

If the above action succeeds then the following occurs:

- The hero is transferred to any space behind the altar and rumble obstacle marked on Figure 1 above.
- The wall (rubble tokens) is restored.
- The Hero regains all his wounds and fatigue and looses any effects currently on him/her
- Heroes cannot perform any actions, take or receive **any** items or coins whilst imprisoned behind the altar.
- The dragonlord's shield is reinforced by one fatigue counter.

Entrance to the prison

Without loosing any more time, you set off after Draxan, who has already crossed the glyph to the Dragonlord's prison. Your senses briefly distort, as you step through the glyph…As your eyes adjust to the gloom of the prison, you make out a figure standing in front of the prison's entrance: it is Draxan or at least you think it is. It is a vague, blurry ghostly image. The ghost lingers motionless just above the ground. Then finally it speaks to you, not with words or voice, but as a passing thought, hovering just between conscious and subconscious:
"You have come too late. You cannot stop me now. You know not of the forces you are dealing with! I have done as my destiny commanded me. You cannot come between destiny and the fate of this world, nothing can!". With that, the haunt passes through the door as the morning mist creeping across the fields at dawn and vanishes.

You draw a sharp breath and move forward…

After reading the flavour text above, the Overlord should move the haunt to either square on the next room, past the door. From now on the haunt, will move as described under the section:

Special instructions →Overlord→Draxan's spirit on page 5.

The Prison Lobby

You open the door to the Dragonlord's prison lobby. In the dim light, you can see the haunt moving slowly across the room. As the torch light floods the room, you come face to face with the first of the guardians of the prison: Eufeemos the giant stands at the far end while on each of the room's corners you can make out a group of razorwings hanging from the tall ceiling. The giant speaks to you: "Mortals, I know not of how you made it in here, but I can tell you that I cannot let you pass. It's my duty and…my curse". With not a word more, the giant steps forward. The razorwings, startled by the torch light, dislodge themselves from their ceiling enclaves and sweep down on you…

It is clear to you now that the guardians of this prison cannot see the Draxan's apparition. However, they can clearly see you!

The master giant in this room in Eufeemos. He has the stats of a normal giant but an extra 5 wounds. He awards 1 Conquest Token + 100 gold coins to the hero that deals the killing blow to him.

Keeper Cell A

This room resembles the other Keeper Cells. Inside you can clearly make out two of the old Keepers and a spider that possibly used to be their offspring before the curse. In addition to that, two beastmen also flank the Keepers. As you enter, the group attacks…

This cell holds one of the three keys needed to open the way to the Dragonlord's prison chamber.

Keeper Cell B

This room resembles the other Keeper Cells. Inside you can clearly make out two of the old Keepers and a spider that that possibly used to be their offspring before the curse. In addition to that, two beastmen also flank the Keepers. As you enter, the group attacks…

This cell holds one of the three keys needed to open the way to the Dragonlord's prison chamber.

Keeper Cell C

Although this room resembles the other Keeper Cells, it is quite different. Instead of containing the Keepers and their cursed offspring, it houses a very angry Naga. In addition to that, a group of skeletons front the Naga, while two beastmen stand guard by the entrance. This room is clearly a decoy. Build just like the others but containing no key; a final measure against would-be thieves, grave-robbers or worse, men diluted enough to ever want to release the imprisoned Dragonlord to a world that suffered so much because of him. As you enter, the group attacks…

This is cell holds none of the three keys needed to open the way to the Dragonlord's prison chamber; it is simply a diversion in order to hinder potential intruders in the prison.

Keeper Cell D

This room resembles the other Keeper Cells. Inside you can clearly make out two of the old Keepers and a spider that that possibly used to be their offspring before the curse. In addition to that, two beastmen also flank the Keepers. As you enter, the group attacks…

This cell holds one of the three keys needed to open the way to the Dragonlord's prison chamber.

Chamber of the Eternal Guardian

Passing the narrow guarded corridor, you come to the Chamber of the Eternal Guardian.

The Elven Keepers used finely crafted golems in order to protect the entrance to the lower level of the prison where the Dragonlord lay imprisoned. Mindless and terrible, these eternal guardians harboured no remorse or regret, love or hate just a brutal sense of duty and loyalty to their masters and the task entrusted to them.

As you enter the gloomy room, the guardian golem standing at the other end of the room comes to life and scowls at you with bright yellow eyes, gleaming with an unseen flame of unwavering determination. A hollow but terrible voice bellows from the lifeless stone, as if it echoes from aeons past:
"You do not belong here mortals. You bare the mark or flesh and blood. Thou did come here, but may go no further!". With a brief jolt as if long forgotten, the golem assumes an attack posture.

As the glow of the torch illuminates the light-starved room, your eyes catch a glimpse of several other figures on the eastern and western walls: looking as if frozen in time, two dark priests and two ferroxes stand idle on the sides, a terrible grin fixed in their already hideous faces. It's clear that whatever the means of enlisting these guardians were, they were neither pleasant nor mutually agreed. As the golem's voice echoes throughout the small room, the frozen figures shake briefly as if woken from a long slumber, malice and hatred flashing before their eyes; hatred that has been brewing for countless centuries; their hatred for anything and anybody, is filling the room like a fog, so thick that you can barely breathe. Whatever you may find in this room one thing is certain: you will find no refuge, no respite and no mercy from these eternal guardians!

The master golem in this room is the Nameless Eternal Guardian. It has an extra 5 armour points and 5 extra wounds. It awards 2 Conquest Tokens to the heroes and 300 gold coins to the player that deals the killing blow.

The Dragonlord Prison Chamber

Descending the stairs to the second level, you finally come to the heart of the prison: The Dragonlord Prison Chamber. At the centre of a vast room stands a huge warped altar, enclosed in a transparent, brightly coloured globe of what seems to be pure magical energy. Behind it stands the Dragonlord frozen in time, his jaws open in a furious gasp and his body all tensed up and ready to strike. A feeling of dread and terror floods your senses as you gaze at the gigantic, imposing figure of the lord of the Dragonlords, master of pain and doom.

On either side of the shield, you can make out four altars: One dedicated to the Principle of Might, one dedicated to the principle of Cunning, one to the principle of Magic and finally one dedicated to the principle of Chaos.

Two corridors lead the way south and are blocked but two huge, immobile boulders.

Read this to the players as soon as they pass over the squares marked with the "X" on the map:

As you set your foot down on the floor tile, you feel the panel giving way to your weight. Almost simultaneously, the two immobile boulders at the far end of the room start to move with a loud rumble.

Read this to the players if they manage to close all of the magical pillars and eliminate all surviving creatures, depriving Draxan from any creatures that he can sacrifice in order to break the Dragonlord's stasis shield.

The last magical pillar collapses with a loud, bright explosion. A loud rumble and quake shake the whole prison as the last of the magical anchors is severed. Almost immediately, the teleportation glyphs flash briefly and then their light begins to fluctuate violently. The gates to the prison are collapsing! You sense an urgent need to escape.

The heroes must now flee the prison, before it collapses. See section: The magical pillars of the dragonlord's prison on page 5. In order for the players to win, they must ensure that Draxan has no way of summoning more creatures inside the prison and any creatures that can be used as a sacrifice has been eliminated.

If Draxan manages to remove the last fatigue counter from the Dragonlord's shield (large pit token at the centre of the map), the Dragonlord is now free and the heroes automatically loose the game. Read the following to the players:

As soon as the first drop of blood from the creature touches the last active altar, the last shred of hope the world of Terrinoth had, collapses with the remnants of the Dragonlord's shield.

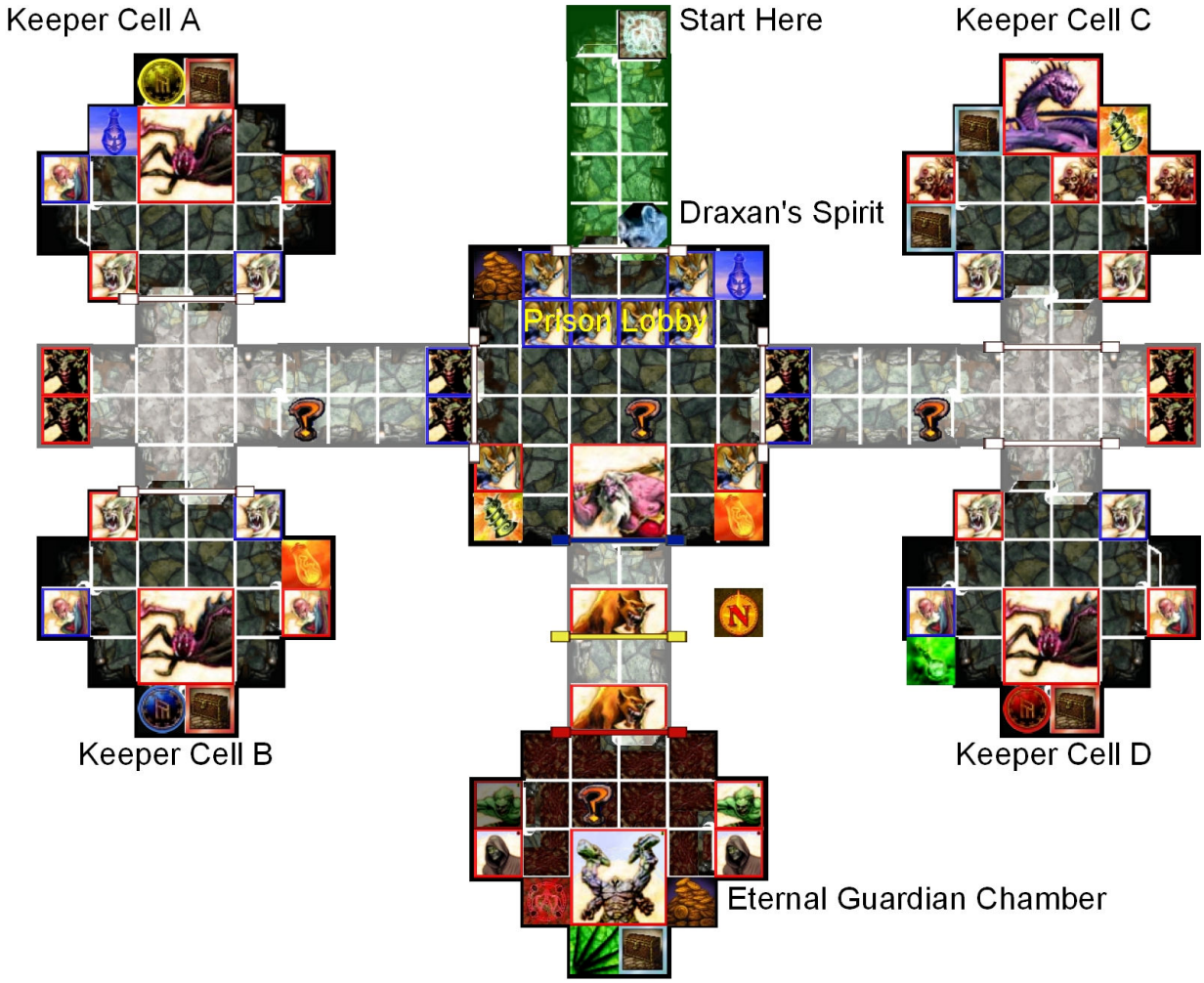
Stretching his wings for the first time in aeons, the Lord of Dragonlords, unleashes his fury on any living creature unfortunate enough to be standing near him. With a loud shriek and a roar, the dreadful dragonlord shatters the prison holding him and disappears, as the prison crumbles and implodes.

Before the Elven Keepers can relay the evil tidings to the rest of the cities, the skies of Terrinoth disappear in the coming gloom, as the dragonlord Maxdremarr unleashes his hatred and cruelty on every living thing that stands in his way.

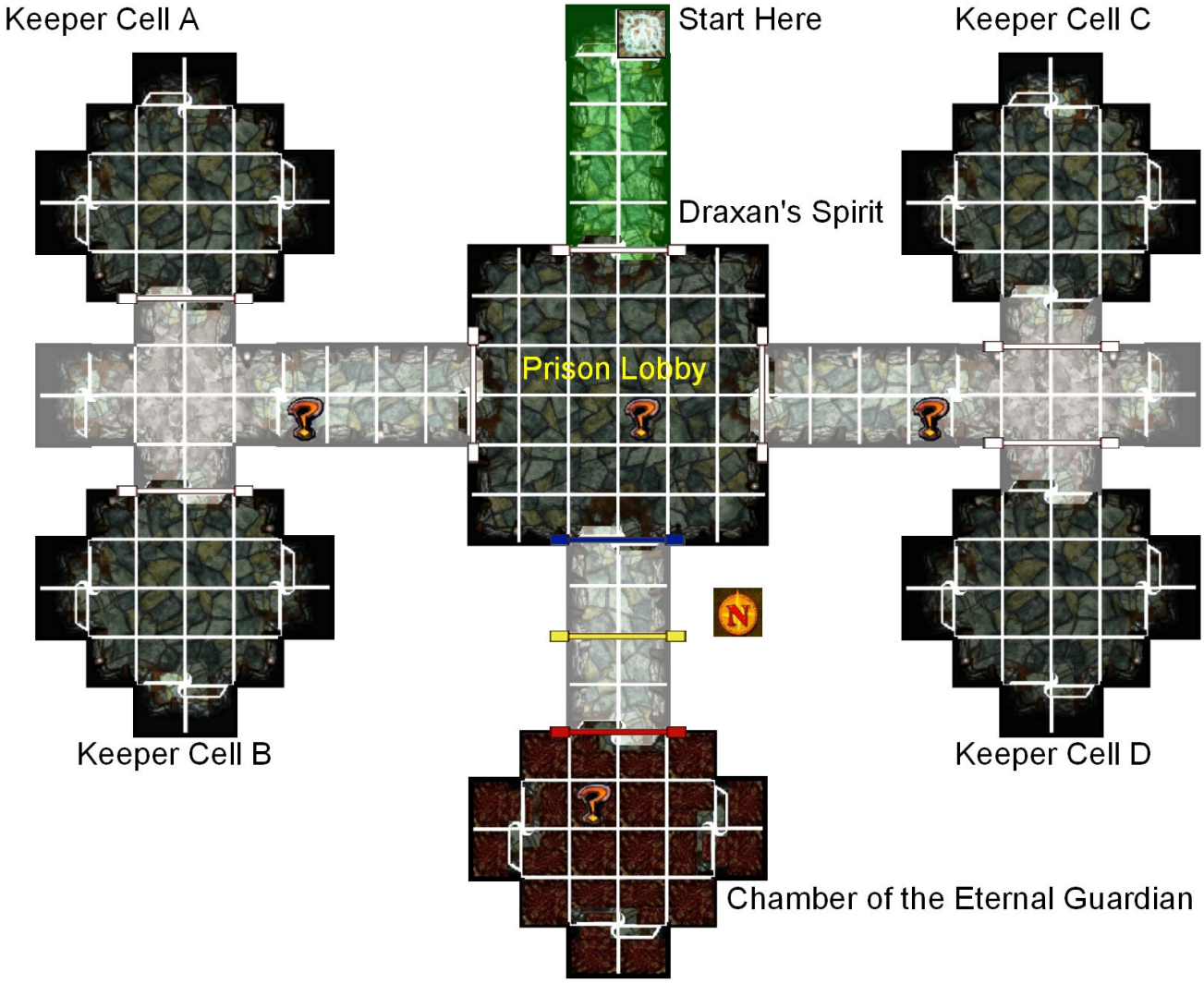
With none powerful enough to protect them, one by one, the free cities of Terrinoth succumb to the darkness and are heard from no more…

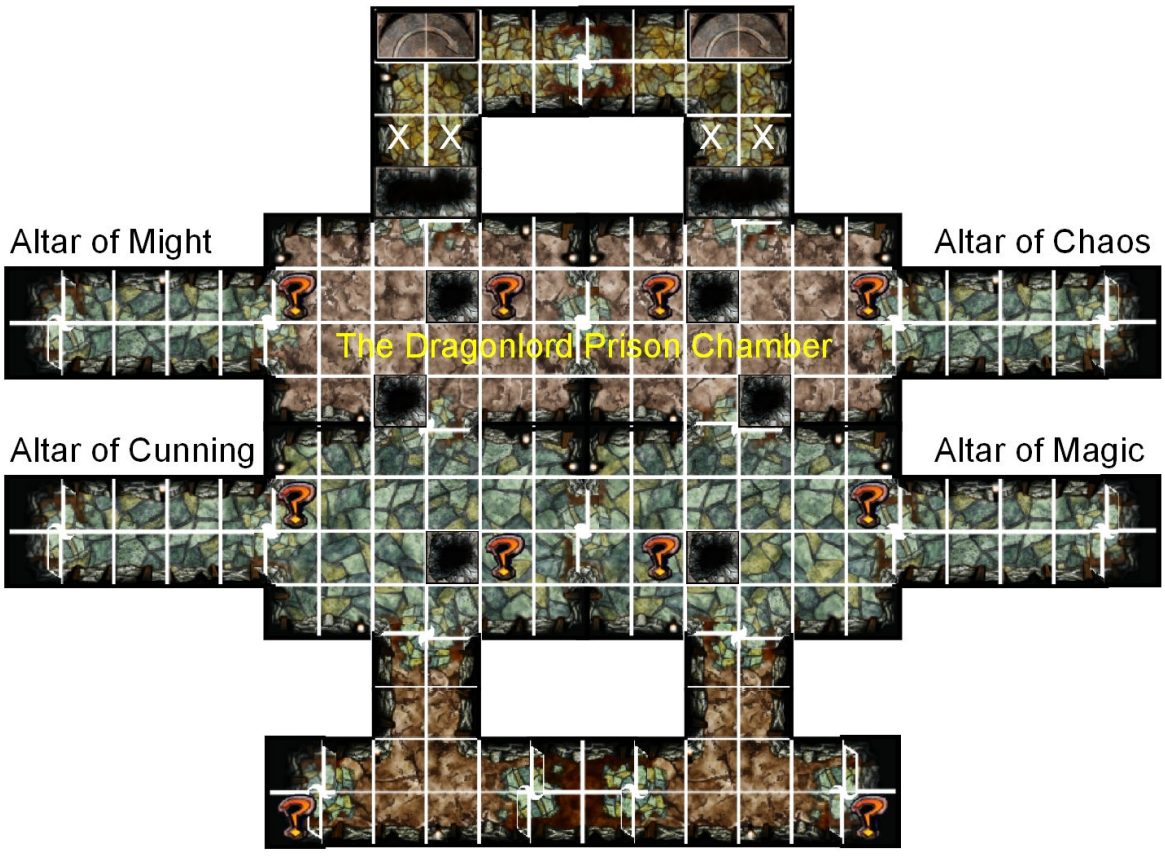
Quest Maps

Normal Map



Skeleton Map (Useful for placing the map tiles)





Chests

ChestsChest Type	Chest Contents
Copper Treasure Chest 1	1 copper treasure, 1 curse, 1 Conquest Token
Copper Treasure Chest 2	2 Conquest Tokens, 1 curse
Copper Treasure Chest 3	2 Copper Treasure, 1 curse
Silver Treasure Chest 1	1 Silver Treasure, 2 curse, 2 Conquest Tokens
Silver Treasure Chest 2	3 Conquest Tokens, 2 curse
Silver Treasure Chest 3	2 Silver Treasures
Gold Treasure Chest 1	1 Gold Treasure, 3 curse, 3 Conquest Tokens
Gold Treasure Chest 2	1 Gold Treasure, 2 Conquest Tokens